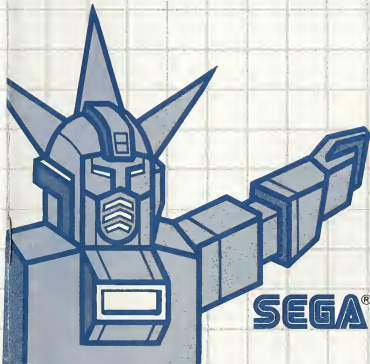


# TransBot™

Ward off a computerized underworld invasion  
with your transforming weaponry.



Now, there are no limits.™

**SEGA®**

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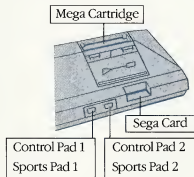
## Loading Instructions: Starting Up

1. Make sure the power switch is OFF
2. Insert the GAME CARD in the power base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

**IMPORTANT:** Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player: Push button 1.

For 2 players: Push button 2.



## What's Happening

It seemed like things were finally starting to get back together after the Nuclear War of the solar year 2,000.

People had emerged from their underground shelters. They built new towns. New forms of transportation. An all new society.

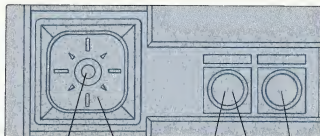
But something has gone wrong. DALAUS, an artificial intelligence computer left over from the now defunct regime is creating a dictatorial empire. DALAUS is already gaining control of one city — and it's rumored that many of the guards are actually working for DALAUS.

The only thing that can stop this treacherous takeover is the new CA-214, a sophisticated transforming combat astro-plane. And the only one who can pilot this high-performance machine is you.

You'll have to destroy the enemy's ARM CARRIER. Then try to find DALAUS's hidden fortress and destroy ELGRAMZON to rid the earth of evil influence forever.

## Taking Control

The following illustration shows you the control points on your SEGA SYSTEM control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.




①  
DIRECTION  
CONTROLLER  
WEAPONS SELECTION  
button (stops the  
turning of the  
alphabetical letters)

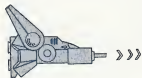
③  
START  
button  
②  
SHOOT  
button  
Maneuvers the  
CA-214 type  
weapon (\*)

## Your CA-214, or Transbot

Your CA-214 has the ability to fight with 7 different types of weaponry. You start with NORMAL FIRE to destroy the enemy's ARM CARRIER. But by capturing the Ⓔ that will appear at various times during the game, you will be able to change to other weapons.

When you capture the , 7 alphabetical letters (from A through G) will appear on the upper half of the screen in an elongated circle. Each letter will flash in sequential order. To select a new weapon and power, quickly push button 2 while the letter you want blinks.

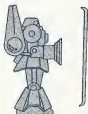
### Your Weapon and Power Choices:



**A. NORMAL FIRE** — Allows you to destroy the enemy's weapon carrier (called the ARM CARRIER, see next section).



B. BEAM



C. SWORD FIRE



**D. CANNON** — Lets you destroy all your enemies at one shot when they are lined up.



**E. DIFFUSION BEAM** — Allows you to shoot enemies over a wide area.

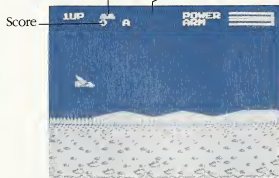


**F. TWO DIRECTION FIRE** — Lets you shoot both forward and backward.  
**G. POWER-UP ATTACK** — When letter G is successfully selected, the power of the weapon you're using goes to maximum level.

### GAME START

The remaining number of CA-214 type weapons

Revolving of the alphabetical letters



**POWER** decreases when the player comes into contact with the enemy or when he is shot. When the **POWER** becomes zero, one CA-214 type weapon is lost. The **POWER** becomes completely replenished [FULL] when the letter G is selected.

**ARM Arm energy** — this decreases when using a weapon. At the time it becomes zero, weapon "A" returns. With weapon "A," the energy will not decrease.

## What's What

DALAUS, that evil computer, has created an entire army of sophisticated weaponry, just to keep guys like you from ruining her plans for global power.

Here's what she has in store for you:



**ARM CARRIER**—Destroy this automatically-controlled weapon carrier first. If you capture its **ARM CAPSULE**, you will be able to choose other weapons. And if you destroy the **ARM CARRIER** with bodily contact, you'll earn 1,000 points.



**LUVOGUE**—A dangerous fighter plane that tracks you wherever you go.



**ARM CAPSULE**—Its capture causes the alphabetical letters to blink. Push the Arms Selection Button as the letter blinks for the new weapon you want.



**PSYBALL**—Because it's controlled by the induction energy of DALAUS, its movements are totally unpredictable.



**ELBLINK**—It comes in close to you, fires, then flies away.



**ALAPOT**—This is an unmanned search plane programmed to collide with anything that comes near it.



**ZELNUC**—These are living creatures who, though quite aggressive, are harmless individually. But as a group they can pose quite a threat to you.



**BIFLER**—**BIFLERS** can only fly in a straight line; but there are two of them, a fast one and a slow one.



**ASCULE**—Controlled by DALAUS, the **ASCULE** can't fire.



**GELPAAR**—These fearless guys are, more than anything, curious about you. So they track you down whenever they can.



**BOASITE**—A pursuit fighter that appears from behind. This fires when passing you.



**GEALMEA**—Destroy this defensive unit with 8 shots when using weapons A, B, or F; destroy it with one shot with weapons C, D or E.

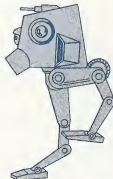


**HILUN**—When attacked it fires multi-directional bullets.



**BARRIER**—This is DALAUS's ultimate fortress defense weapon! Its only weak point is that it becomes momentarily functionless when its red control ball is fired.

**ELGRAMZON**—This is the robot embodiment of DALAUS herself. In order to destroy this most powerful mechanical monster you must hit it in the red part of its head at least 10 times.



## Oops. Try Again.

At the beginning of each game you get three CA-214 TRANSBOTS. When you lose all of them, the game is over.

You receive an additional TRANSBOT at 40,000 points and, thereafter, every time an additional 80,000 points are earned.

## Helpful Hints

Practice to get in sync with the “blinks” of the moving alphabetical letters so you’ll be able to select the weapons you need quickly.

During ground battles, try various ways to proceed to the underground fortress. When you find it, you’ll know it!

## Know The Score

The points you earn for destroying different enemy weaponry are added together to produce your final score. The points earned for each one are as follows:

ARM CARRIER . . . . .	1,000 points
LUVOGUE . . . . .	120 points
PSYBALL . . . . .	100 points
ELBLINK . . . . .	120 points
BIFLER (QUICK) . . . . .	100 points
BIFLER (SLOW) . . . . .	80 points
ALAPOT . . . . .	120 points
ASCULE . . . . .	120 points
ZELNUC . . . . .	200 points
GELPAAR . . . . .	180 points
BOASITE . . . . .	240 points
GEALMEA . . . . .	240 points
HILUN . . . . .	500 points
BARRIER . . . . .	400 points
ELGRAMZON . . . . .	20,000 points

## Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

## **Handling The Sega Card™ And The Mega Cartridge™**

The SEGA CARD and the MEGA CARTRIDGE  
are intended exclusively for the SEGA SYSTEM.

— For Proper Usage —

Don't bend, get wet, disfigure or subject to  
thinners, benzine and violent impact.

Don't expose to direct sunlight or temperature  
source.

Be especially careful not to stick anything on the  
SEGA CARD.

When wet, completely dry before using.

When dirty, carefully wipe only with a soft cloth  
dipped in soapy water.

After use, put it in its CASE.